Implementation

Group 21
Generic Games

[Josh Thomas](#)
[Andrew Palombo](#)
[Oscar Gunn](#)
[Scarlet Desorgher](#)
[Immanuel Ghaly](#)
[Madeleine Nielsen](#)

Extended by

Group 18
Team B

Olivia Betts
Zac Bhumgara
Nursyarmila Ahmad Shukri
Cameron Duncan-Johal
Muaz Waqas
Oliver Northwood
Teddy Seddon

Third Party Libraries and Assets

Library/Asset	License	Use
Kitchen Assets	Creative Commons	GUI kitchen assets
Animated Mini Characters	This asset pack can be used in both free and commercial projects. You can modify it to suit your own needs. You may not redistribute it or resell it.	Customer characters
Modern Interiors	Custom License "FREE VERSION LICENSE: CAN: YOU CAN USE THE ASSET IN NON COMMERCIAL PROJECTS YOU CAN EDIT THE SPRITES AND USE THEM IN NON COMMERCIAL PROJECTS CAN'T: YOU CAN'T USE THE ASSET IN COMMERCIAL PROJECTS YOU CAN'T EDIT THE SPRITES AND USE THEM IN COMMERCIAL PROJECTS YOU CAN'T EDIT AND RESELL THE SPRITES"	Cook characters
Game GUI Free	https://www.gamedevmarket.net/terms-conditions#acceptable-use-policy	Main menu buttons
Odin Rounded	Free/No-license	Font for the game
Game music	Ridley Coyte	Music for the game

Suitability for this project: these licences are appropriate for our project as it is educational and non-commercial.

Requirements Not Implemented

FR_SERVE_DISH and FR_INCOMPLETE_DISH were not implemented exactly as written, this was due to poor wording on our part as we decided early in the project to have each cook work on individual orders, so where the requirement mentions the User's stack that should instead reference the cooks' stacks. We realised that NFR_TIMING was inappropriate for gameplay and now the scenario mode lasts around 5 minutes. FR_SWITCH_COOK is also different as the game uses '1', '2'. '3', to switch between the cooks. FR_MOVING_GRAPHICS was deemed too complicated to implement, so our cook sprites have a gliding motion along the screen. This is also the case with

FR_INCOMPLETE_DISH as we did not have time to implement this feature. For FR_TAKE_PREPPED_INGREDIENT there is no button to add to the stack, it adds automatically. FR_VIEW_PANTRY does not have a bin icon. FR_SCENARIO_MODE_EARNINGS was not implemented fully as the earnings are not different for varying difficulties of recipes. This was due to time constraints. FR_GAME_OVER and FR_LEADERBOARD were not implemented fully due to time constraints, as well as FR_CUSTOMER_ARRIVALS. FR_SAVE_GAME and FR_LOAD_GAME are also not implemented due to lack of time.